

The TF2 Mercs in...

WANTED: *BREAD* OR ALIVE

"If you were to send me back to Earth, say, for another fifty years...well, you're a clever man. You tempted me once, after all. I'm sure you'll figure out a way to trick me out of my other eight souls."

-the Medic, "The Naked and the Dead" (TFComics#6)

Miss Pauling: Alright, this is... take one. And...recording. Let's begin. Tavish Finnegan DeGroot, do you consent upon the viewing and use of this recorded tape's information by the essential and non-essential personnel of Mann Co.?

Demoman: Ye, sure...

Miss Pauling: Okay, where do you wanna begin, Demo?

Demoman: I'll tell ya where, the part where you bampots sent us to our dooms! What were ye even thinking sending us to that damn place? It was as if all hell let loose, an unending nightmare of a location, the worstland of the Badlands, as if they couldn't get worse! Having to battle each other time and time again under an endless timer there was already messed up, I mean how do you people even think a' this stuff? But what happened after that? And you and yer crew had us go there with no briefing or telling us what'sappenin'? Ye must be on a heavier kind of scrumpy than I usually am to even consider this type of SH-

Miss Pauling: It's besides the point, Demo. Ugh... I tried to brief you on your ConTracker-

Demoman: Oh, like that's ever useful. Ye'r aware that thing lights up only on Halloween when Merasmus haunts it, right? We specifically know that's only when it'll even be remotely active. And you decide to do that WHILE we're fighting, are ya total nuts?! Why not in the briefing room before we departed?

Miss Pauling: There's no point in arguing, Demo, we're here to understand what went on. Now, let's go over from the beginning. Where did all this start?

Demoman: I'll never forget where ya sent us that day... We all knew what was coming. Time and time again would we hear the ding of the middle control point being gained and captured, the sound of whatever hellish liquid flowed through the underworldly sewers near where we fought... and most of all, the mirrored terrain and buildings. O, I swear on me mum's blind eyes, the paths and corridors, mirrored on each side of the map could easily resemble two large hellish horns if ya looked it from a bird's eye view. And that middle control point would be the devil's own eye! With sewers ejecting lava-like sweat from over its face, as we all slaughtered each other again and again on an endless loop, waiting for the timer to end! But it did not end, it kept going and reaching higher numbers, cap after cap, it was madness! THAT DARNDEST MAP! THAT HELLISH LANDSCAPE! THAT NIGHTMARE INFUSED MAP CALLED---



Scout: Awh! My back was killin' me in these vans! What do they make these seats out of, lead and spikes?

Soldier: Alright maggots, listen up! Drinks on me if we win the match!

Whole team cheers in unison

Soldier: And I got a special spectacle for you shinies afterwards. Two clues! One: I'll fight a bear! Two: There will be honey! You don't wanna miss this!

Heavy: Ugh, come along Doctor, Heavy cannot bear to see that again.

Medic: ...

Heavy: Doctor?

Medic: ...Oh yes, sorry my big friend, yes! Let us win this!

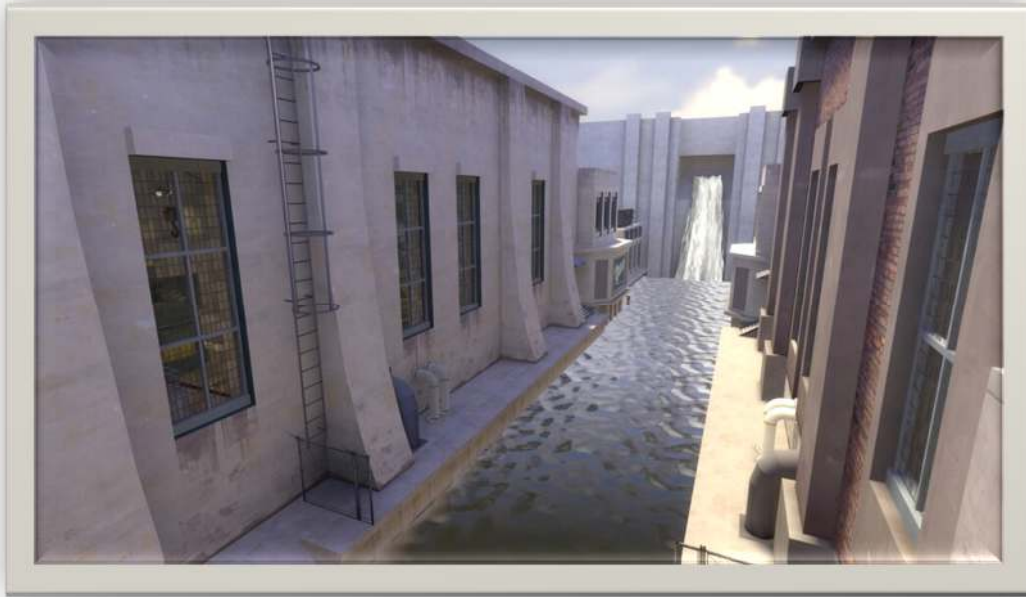
Administrator: Mission begins in 3... 2... 1...

Match-beginning sirens

Whole team exclaims their cheers

Sniper: Let's go get em'! Haven't been in a good practice range for days.

Engie heading out through the part of the spawn where the one control point is located and makes a sentry nest there (turbine room), as he finishes, he looks out the window of the room to admire the map's waterfall for a moment



Montage of the two teams fighting each other for the middle point, the opposing team captures the point. The protagonistic team (red) are on the defensive

Soldier: Fall back men! Fall back!

Spy: This is not working lads! I cannot find an opening!

Heavy: Argh! Where is doctor?!

Demoman is running outside the spawn, going into a teleporter engineer placed and being teleported right beside him, near the window

Demoman: Sorry lad! What did I miss?

Engie is staring at something outside the window persistently, seemingly ignoring the rest of the game

Demoman: Laddie? You good?

Engie: Demo, you might wanna take a look at this...

Demoman: Let me se- what in the taste of Haggis is he doing in there?!

Medic is seen swimming towards the waterfall of the big area behind the middle control point of the map



Engie: Wait, Demo, where you headin', partner?

Demoman: I'm going to give him a good beatin' if he doesn't come back this instant, that's where I'm headed!

Engie: Hold up!

Demoman stares at engie as he said that

Engie: ... I'll go with you.

Calamity entails the rest of the battlefield as the two teams keep on fighting

Sniper, with an SMG: Can't hold em up much longer mates!

An explosion occurs nearby, featuring Scout as the main star being flown across the middle room of the defending team's building. All of a sudden, Pyro pulls up and deflects a couple of enemy projectiles, giving the team some space to move forward. After that, Spy is headed up the stairs to flank the enemy

Heavy: Go, go, go!

Soldier: Charge!

We cut back to Demoman and Engie, trying to find Medic, they have just reached a door which has led them to the waterfall section of the map

Demoman (yelling): Medic!

Engie (yelling): Medic? Where ya at bud?

Demoman (yelling): Doc if you don't come out right now I'll bomb this place right where I stand!

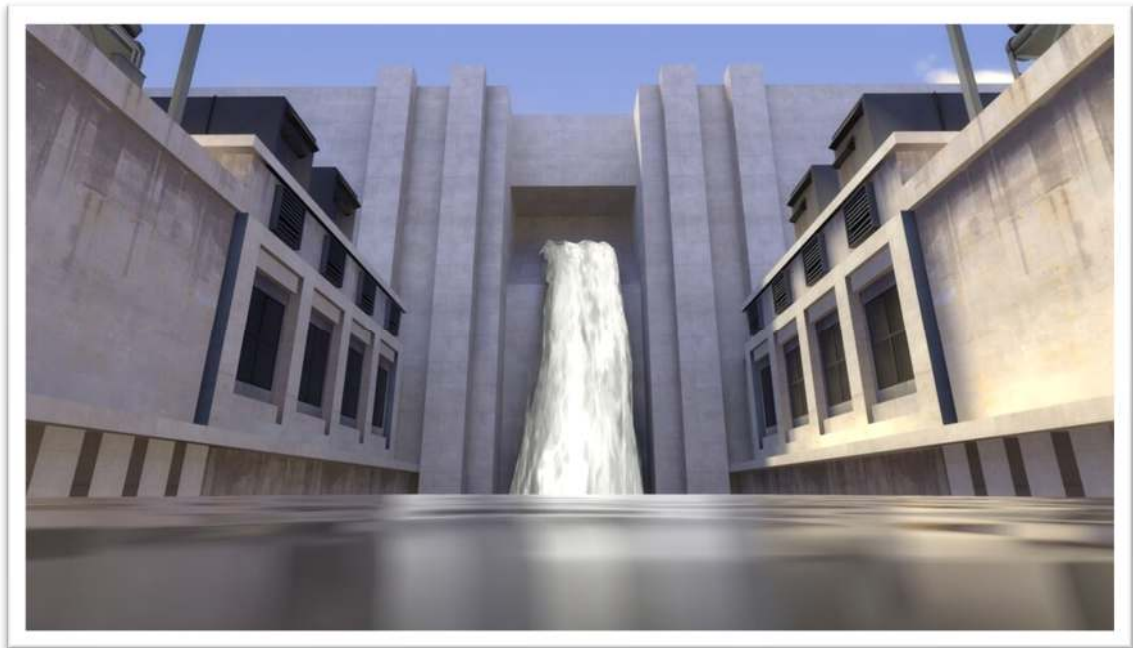
Engie: Easy Demo, you'll get us in trouble!

Demoman: Engie we're already in trouble! We've left our posts and our team is fighting a losing battle! If we don't get medic back we're doomed. Medic!

Engie (looking around): Demo, look! (pointing in the water pouring from the direction waterfall). Is that Medic's syringe gun?

Demoman: Egh... looks like it... yer don't think...

Demoman and Engie both look to the direction of the Waterfall. They're not fans of the idea of getting in it



Engie: Well, as we say in the field of science, it's not about why, it's about why not.

Engineer takes a dive in the murky waters and resurfaces

Engie: You comin'?

Demoman, hesitantly and scornfully, joins shortly after. Behind the waterfall, the two find a narrow corridor, which they follow to the end. There they see a bright shine, but as they get closer, they hear some peculiar sounds

Engie: Oh god, no! Demo, we have to git back!

Demoman: Are ya out of yer mind lad? Come on, we gotta take med- and get... what is that sound?

Engie: I hear it too, my buildings! There's someone sapping them, we must go back!

Demoman: What? No! That's just the sound of Monoculus laughing, argh! I can't go on, if I'm caught in me eye's gaze... No, we must not move on!

Engie: Demo, what're ya saying? Don't you hear mah buildings get destroyed? Don't ya understand the urgency of the predicament we're in?

Demoman: I don't know what you're talking about, but to hell with you buildings, geezer! I won't get myself killed cuz Medic wants to play hide n' seek!

Demoman starts walking back where they came from. Engie looks at him and considers following him, but he decides to take a few steps forward

Engie (thinking to himself): Ah, hell... The sound's getting' in my head, this is foul... Oh no, it's getting louder! But...why's it getting louder? That's not supposed to happen... And why is my PDA not responding? Wait a minute, no signal? If my PDA has no signal, then how...

Engie inspects the walls and ceiling of the corridor he's in. After looking around for a bit, he notices small showerhead-like vents pumping some sort of gas

Engie: Colorless... *sniff, accompanied by a brief wave of discomfort as seen on Engie's face, due to symptoms worsening briefly* Ugh, odorless... Hallucinogen gas! I have to tell Demo!

Demoman is seen near the exit of the waterfall from inside the building. He is very hesitant to go through. He then hears the voice of Engie calling

Demoman: Eh?

Engie: Demo, wait up partner! I know what's going on! They're using gas! You gotta trust me!

Demoman: Woah, woah! Slow down there laddie, what is going on?

Engie: Let me catch my breath... Okay! I was trying to understand what was going on. I had no reception on my PDA, but the sound of my sentries being sapped was getting louder. There was no way what I was hearing was actually there. Plus I never heard the laugh of Monoculus that you did, and neither did you hear my own buildings getting sapped. I look around and what do I find? Hallucinogen gas!

Demoman: Who would put it there though and why?

Engie shrugs

Demoman: Let me have a look.

Engie shows Demoman the gas pump

Demoman: Hold up one moment there laddie, there's something here, says... "Mann Co."?

Engie: Demo, do you think our employers put 'em gas pumps down here to keep us from enterin'?

Demoman: There's only one way to find out. Ah, you wouldn't happen to have any respiratory masks on ya, right?

Engie: You can have mine, son, I'll manage.

Demoman: You sure? Wouldn't want ya to be hurt.

Engie: Heh, don't worry Demo, I'm okay.

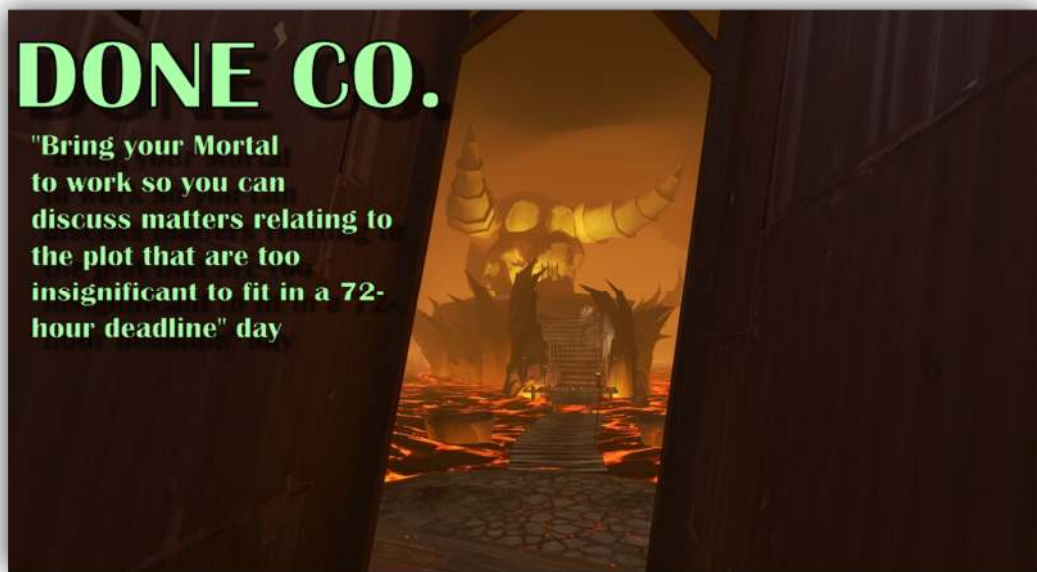
Demoman: Aye...thanks...and sorry for calling ye a geezer, yer alright.

Engie: You too Demo. Now let's go on, we've got a partner to find!

Demoman and Engie (Yelling): Hello? Medic? Doc!

Upon reaching the far end of the corridor, they lay their eyes on a very peculiar terrain

Demoman (muffled under the mask): MOTHER OF MERCY!



In the meantime, the defending team gains some space. They eventually manage to push the enemy team and capture the middle point. Whilst everyone is celebrating, Spy, who is situated on the enemy team's base's window looking at mid, realizes that there are only 6 people on their team and that Engie, Demo and Medic are missing. However, he cannot notify someone as he must help the team gain some breathing space before the enemy team groups up. Meanwhile, we cut back to Engie and Demo

Engie: Demo I think we're good, you can take off the mask now.

Demoman: Engie...now I might just be hallucinating but... Is that Medic up there on that Skull Island?

Engie: By gosh, that's what it seems! What is he doing there?

Demoman: Only one way to find out. Watch yer step, laddie!

Upon reaching the island, the pair peek a little before entering the Skull. There they see Medic gleefully speaking with someone, but they cannot tell who. The pair ready up, grab their shotgun and pipebomb launcher, and barge in

Medic: Agh! How did you get in here?

Engie: Same way you did, ya corn-fed snake!

Demoman: We're getting ye outta here, we got a battle to win and we're NOT losing it cause you wanted to go camping!

Medic (gritting his teeth): If you let me speak for a moment I can-

Demoman: No explanation, you're coming with us!

Medic: I'm not! I'm in the middle of something important!

Engie: What could be more important than-

???: Ahem!

Everybody suddenly realizes there is a fourth individual in the room with them.

The Devil: I am sorry, I was just clearing my throat. By all means, continue.

Medic: Ah, yes I am sorry for my exuberant colleagues. "Entschuldigen mir", as we say where I'm from, hehe!

The Devil showers the Medic with a devilish stare

Medic: Uh, yes, as I was citing from the Mann Co. contract that the Administrator's Assistant gave me, and I quote: "BLU and RED are by no means willing to allow interference to the righteously distributed will of their father from the third party you mentioned or from any third party whatsoever. Such a deal, as is the case with any other involving territory or remunerations, is only disputable in the means of combat". And this is final! Try as you might, you won't be able to pry this will from my employer's hands!

Demoman (whispering to Engie): What the heck is he doing?

Engie (whispering back): No clue, son...

The Devil: I see. So there's no other way my client could prevail in this?

Medic: That is correct! And my employers have been extremely vocal about it too.

The Devil: I am sorry, Doctor Ludwig, but my client was extremely vocal about getting what he wanted as well. Seeing it is like that I'm guessing I will see you all in the battlefield.

Demo, Engie and Medic (in unison): What?!

The three have been thrown out where they came from the waterfall in which they entered through with extreme force, almost as if they were cannonballs. Their fall is slightly broken by the dam that separates the Waterfall area from the rest of the map, the dam itself being destroyed in the process. The three land precisely on mid and they meet the two teams fighting over the point. Everybody freezes in place to see the destruction caused by the three's fall and just stare

Medic (standing up first): Eh, hello everyone! Please, do not let us keep you from-

As Demo and Engie get up, loud thuds are being heard from the Waterfall area. Suddenly, the whole building housing the Waterfall collapses, as a large Bread-humanoid monster, wearing The Devil's clothing rises from the ashes

Scout: Aw not this again!

What follows is a montage of the two team working together to defeat the newly risen threat. The Soldiers' projectiles seem to do nothing but tickle the monster, while the Snipers' fire seem to only aggravate the monster further. At the same time, the Scouts seem to be distracting the monster, while the Pyros have taken it upon themselves to turn the monster into toast, albeit in an extremely slow pace. The Heavies, after doing a Russian handshake to assert allyship, they begin firing upon the monster, as the BLU Engineer and Medic aid them. BLU Demoman (not to be confused with RED Demoman who we have been following from the start), upon inspecting the chaos, thinks he is hallucinating and goes back into the spawn room to fall unconscious. Finally, the two spies manage to get their hands on a set of cranes, helping each other keep part of the rubble from falling, blocking parts of the area so that the monster cannot immediately hurt less mobile parts of the teams.

BLU Spy: As if we would get blood on this expensive suit!

RED Spy: But of course!

*Another montage follows, where the teams are now in a very hard spot. Much of their Ammo is depleted and many are wounded, with the BLU Medic doing his best to help them all. For once more, the voice of the RED Heavy is heard:"

Heavy: Where is Doctor?!

Suddenly, the sound of one garage door slowly opening is being heard, that seems to get the Bread Monster's attention. Subsequently, the teams also stop shooting it, seeing there is not much they can do, hoping that it can be someone that may save them

The door opens to reveal Medic, holding a Bonesaw-shaped violin. He then proceeds to play the violin in the most intense and artistic way possible, upsetting Heaven and Hell alike, while hellfire engulfs the Medic as he proceeds. After a short while, the Bread Monster is both mesmerized and weakened by the music. The teams grab this chance to defeat the monster, which after taking some severe hits, recedes into a pit which has opened in the place of the Waterfall.

Demoman: I... I can't believe this worked. What just happened?

Engie: What in the-

Before any celebratory comment could be heard, a set of Mann Co. branded Helicopters cover the sky. Amidst the sound of the helicopter blades, a familiar voice is heard

Miss Pauling (through Megaphone): MERCENARIES OF BLU AND RED ALIKE, PLEASE AWAIT APPREHENSION. YOU ARE TO SPEAK OF THIS TO NO ONE BUT MANN CO. PERSONNEL. TRESSPASSING OR RESISTANCE IS PUNISHABLE AND NOT SUGGESTED. PLEASE AWAIT IMMEDIATE APPREHENSION AND PICKUP.

...to be continued?

Maybe, if you liked that! Feel free to leave your feedback :)